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Matthias Jarke, Yannis Vassiliou

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3 Intelligent user interfaces
William E. Hefley, Dianne Murray
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Keywords: adaptive intelligent interface systems, intelligent interfaces, intelli management systems, user models

4 High level knowledge sources in usable speech recognition systems
S. L. Young, A. G. Hauptmann, W. H. Ward, E. T. Smith, P. Werner
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Richard Furuta, Jeffrey Scofield, Alan Shaw
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7 Is North American IS research different from European IS research?

J. Roberto Evaristo, Elena Karahanna

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> similarities and differences between North American and European research in
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8 Behavioral Aspects of Text Editors

David W. Embley, George Nagy

January 1981 ACM Computing Surveys (CSUR), Volume 13 Issue 1

Full text available: pdf(3.44 MB)   Additional Information: full citation, references, citings

9 The adaptable user interface

Eliezer Kantorowitz, Oded Sudarsky

November 1989   Communications of the ACM, Volume 32 Issue 11

Full text available: pdf(787.32 KB)   Additional Information: full citation, abstract, references, c

> A single adaptable user interface (AUI) which allows the user to switch betwe
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> beginners nor experts. It can also be used in applications where different dial
> parameters of a single command. An implemented user interface managemen
> of AUIs and their automatic gener ...

10 A comparative study of moded and modeless text editing by experienced e

Merle F. Poller, Susan K. Garter

December 1983   Proceedings of the SIGCHI conference on Human Factors in Co

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> necessity for good human engineering in the design of such interactive system
> issue we are concerned with in this paper is not that of modes in general, but
> editors should handle text insertions. In this context, moded editing means th
> command before text i ...

11 Practical performance of Bloom filters and parallel free-text searching

M. V. Ramakrishna

October 1989   Communications of the ACM, Volume 32 Issue 10

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12 A survey of research on context-aware homes

Sven Meyer, Andry Rakotonirainy

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Keywords: environments, pervasive, privacy, smart context-aware homes, sm user-experience

13 Accesible interfaces: Planning, reasoning, and agents for non-visual naviga

Enrico Pontelli, Tran Cao Son

July 2002   Proceedings of the fifth international ACM conference on Assistive te

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In this paper we demonstrate how the DSL for Table navigation [16] can be r *theory* [8]. We also show how this generalization provides the ability to carry allowing the user to describe the objective of his/her navigation as a goal and develop (part of) the navigation process; and (*ii*) allowing the semantic descr ...

Keywords: agents, domain specific language, semantics navigation

14 Augmented reality / 3D modeling: A framework for rapid evaluation of protc

Selim Balcisoy, Marcelo Kallmann, Pascal Fua, Daniel Thalmann

October 2000 Proceedings of the ACM symposium on Virtual reality software a

Full text available: pdf(1.80 MB) Additional Information: full citation, abstract, refer

> In this paper we present a new framework in Augmented Reality context for r
> manufacture. The design of such prototypes is a time consuming process, lea
> realistic interactive environments. We have extended the definition of modell
> behaviour being able to evaluate them in a mixed environment. Such enhanc
> methods to test object behaviour, a ...
>
> Keywords: Augmented Reality, Human Factors, Object Behaviour, Prototyping

15 IS '97: model curriculum and guidelines for undergraduate degree program

Gordon B. Davis, John T. Gorgone, J. Daniel Couger, David L. Feinstein, Herbert

December 1997 ACM SIGMIS Database , Guidelines for undergraduate degree prog
         for undergraduate degree programs in information systems, Volum

Full text available: pdf(7.24 MB) Additional Information: full citati

16 Human-Computer Interaction in the Control of Dynamic Systems

William B. Rouse

January 1981 ACM Computing Surveys (CSUR), Volume 13 Issue 1

Full text available: pdf(2.77 MB) Additional Information: full citation, references, citings

17 Human-computer interface development: concepts and systems for its mar

H. Rex Hartson, Deborah Hix

March 1989   ACM Computing Surveys (CSUR), Volume 21 Issue 1

Full text available: pdf(7.97 MB) Additional Information: full citation, abstract, references, citin

> *Human-computer interface management*, from a computer science viewpoint,
> quality human-computer interfaces, including their representation, design, im
> maintenance. This survey presents important concepts of interface managem
> modeling, representation, interactive tools, rapid prototyping, development m
> *Dialogue independence* is th ...

18 From ideas and arguments to hyperdocuments: travelling through activity s

N. A. Streitz, J. Hannemann, M. Thüring

November 1989 Proceedings of the second annual ACM conference on Hypertext

Full text available: pdf(1.98 MB) Additional Information: full citation, references, citings, index terms

19 Job and health implications of VDT use: initial results of the Wisconsin-NIC

Steven L. Sauter, Mark S. Gottlieb, Karen C. Jones, Vernon N. Dodson, Kathryn

April 1983   Communications of the ACM, Volume 26 Issue 4

Full text available: pdf(1.09 MB)   Additional Information: full citation, abstract, references,

Magnitudes and correlates of stress were investigated among 248 office work counterparts using field survey and objective physical measurement techniqu increased eyestrain and reduced psychological disturbances among users, the on job-attitudinal, affective, and somatic manifestations of stress. However, a less favorably by VDT users. S ...

Keywords: ergonomics, health, human factors, occupational stress, office auto CRTS)

20 Interactive Editing Systems: Part II

Norman Meyrowitz, Andries van Dam

September 1982   ACM Computing Surveys (CSUR), Volume 14 Issue 3

Full text available: pdf(9.17 MB) Additional Information: full citation, references, citings, index terms

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21 Strategic directions in human-computer interaction
Brad Myers, Jim Hollan, Isabel Cruz, Steve Bryson, Dick Bulterman, Tiziana Cata
Jonathan Grudin, Yannis Ioannidis
December 1996   ACM Computing Surveys (CSUR), Volume 28 Issue 4

Full text available: 🗎 pdf(248.95 KB)   Additional Information: full citation, references, citings

22 Automating the design of graphical presentations of relational information
Jock Mackinlay
April 1986   ACM Transactions on Graphics (TOG), Volume 5 Issue 2

Full text available: 🗎 pdf(2.45 MB)   Additional Information: full citation, abstract, references,

The goal of the research described in this paper is to develop an application-in automatically designs effective graphical presentations (such as bar charts, sc relational information. Two problems are raised by this goal: The codification be used by the presentation tool, and the generation of a wide variety of desi accommodate a wide varie ...

23 Automated knowledge acquisition for instructional text generation

Cécile Paris, Keith Vander Linden, Shijian Lu

October 2002   Proceedings of the 20th annual international conference on Comp

Full text available: pdf(507.76 KB)   Additional Information: full citation, abstract, refer

Language generation systems have often been advocated for use in the gener
practice, it is hard to use them because of the amount of knowledge they req
source of input, the knowledge acquisition bottleneck will prevent generation
Unfortunately, knowledge acquisition for any domain-varying language gener
seldom any single knowledge source or ...

Keywords: instructional text, knowledge acquisition, language generation

24 A brief history of human-computer interaction technology

Brad A. Myers

March 1998   interactions, Volume 5 Issue 2

Full text available: pdf(276.17 KB)   Additional Information: full citation, references, citings, index terms, review

25 Fifteen years of psychology in software engineering: Individual differences

Bill Curtis

March 1984   Proceedings of the 7th international conference on Software eng

Full text available: pdf(943.22 KB)   Additional Information: full citation, abstract, reference

Since the 1950's, psychologists have studied the behavioral aspects of softwa
their research have never been organized into a subfield of either software en
results from the difficulty of integrating theory and data from the mixture of p
paper will review some of the psychological research on software engineering
in 1968. This review will ...

26 Guest Editor's Introduction: An Applied Psychology of the User

Thomas P. Moran

January 1981 ACM Computing Surveys (CSUR), Volume 13 Issue 1

Full text available: pdf(1.05 MB)   Additional Information: full citation, references, citings

27 Annotator: an AI approach to engineering drawing annotation
Barbara J. Vivier, Melvin K. Simmons, Sharon A. Masline
June 1988 Proceedings of the first international conference on Industrial and engi
and expert systems - Volume 1

Full text available: 📄 pdf(655.14 KB)   Additional Information: full citation, abstract, refer

Annotator is a prototype to investigate the application of AI techniques to the
particular, Annotator addresses drawings of piping systems such as those for
facilities. The isometric representation of the piping system is selected becaus
in plant design. Knowledge contained in hierarchies represents the CAD mode
model and features of the d ...

28 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997   Proceedings of the 1997 conference of the Centre for Advanced S

Full text available: 📄 pdf(4.21 MB)   Additional Information: full citation, abstract, referen

Understanding distributed applications is a tedious and difficult task. Visualiza
often used to obtain a better understanding of the execution of the application
event tracer developed at the University of Waterloo. However, these diagram
provide the user with the desired overview of the application. In our experien
of non-trivial commun ...

29 Task-analytic approach to the automated design of graphic presentations
Stephen M. Casner
April 1991   ACM Transactions on Graphics (TOG), Volume 10 Issue 2

Full text available: 📄 pdf(2.58 MB)   Additional Information: full citation, abstract, references, citi

BOZ is an automated graphic design and presentation tool that designs graph
which a graphic is intended to support. When designing a graphic, BOZ aims t
expedite human performance of information-processing tasks: (1) allowing us
inferences in place of more demanding logical inferences, and (2) streamlinin
BOZ analyzes a logical descripti ...

Keywords: automated design, graphic design, graphic user interface, task ana

30 Historical perspectives on the computing curriculum (report of the ITiCSE ' perspectives in computing education)
Michael Goldweber, John Impagliazzo, Iouri A. Bogoiavlenski, A. G. Clear, Gordo
Richard Rasala
June 1997 The supplemental proceedings of the conference on Integrating techno
working group reports and supplemental proceedings

Full text available: 📄 pdf(110.51 KB)   Additional Information: full citation, referenc

31 Historical perspectives on the computing curriculum

Michael Goldweber, John Impagliazzo, Iouri A. Bogoiavlenski, A. G. Clear, Gordo Richard Rasala

October 1997   ACM SIGCUE Outlook, Volume 25 Issue 4

Full text available: pdf(110.51 KB)   Additional Information: full citation, references, citing

32 Display Devices: Balance NAVE: a virtual reality facility for research and re

Jeffrey Jacobson, Mark S. Redfern, Joseph M. Furman, Susan L. Whitney, Patrick Hodges

November 2001   Proceedings of the ACM symposium on Virtual reality software

Full text available: pdf(374.07 KB)   Additional Information: full citation, abstract, refe

We are currently developing an immersive virtual environment display for res disorders, called the Balance NAVE (BNAVE). Using this system, the therapist conflict and congruence in persons with balance disorders. With the capability needs of the therapist, the BNAVE is a promising tool for rehabilitation. The s projectors, and three rear-pro ...

33 Section 02: perspectives: The enigmatics of affect

Phoebe Sengers, Rainer Liesendahi, Werner Magar, Christoph Seibert, Boris Müll Mårtensson, Kristina Höök

June 2002 Proceedings of the conference on Designing interactive systems: proce

Full text available: pdf(2.70 MB)   Additional Information: full citation, abstract, referen

Affective computation generally focuses on the informatics of affect: structuri as informational units. We propose instead an enigmatics of affect, a critical t undefinable complexities of human affective experience. Our interactive insta users to explore a dynamic landscape of emotionally expressive sound and ch input device t ...

Keywords: affective computation, affective interaction, agent architecture, be interaction design, interactive installations, interactive sound, tangible interfa

34 How do people organize their desks?: Implications for the design of office i

Thomas W. Malone

January 1983   ACM Transactions on Information Systems (TOIS), Volume 1 Issu

Full text available: pdf(748.14 KB)   Additional Information: full citation, references, citings, index

35 Pilots of the future: human or computer?
Alan B. Chambers, David C. Nagel
November 1985   Communications of the ACM, Volume 28 Issue 11
Full text available: 📄 pdf(3.30 MB)   Additional Information: full citation, abstract, references, c

As more and more automation is incorporated in aircraft, the essential questio
automated system serve as the human pilot's assistant, or vice versa?

36 Web accessibility: Navigation of HTML tables, frames, and XML fragments
E. Pontelli, D. Gillan, W. Xiong, E. Saad, G. Gupta, A. I. Karshmer
July 2002   Proceedings of the fifth international ACM conference on Assistive te
Full text available: 📄 pdf(917.53 KB)   Additional Information: full citation, abstract, referen

In this paper, we provide a progress report on the development of technology
complex HTML and XML structures.

Keywords: Web Accessibility, visually impaired users

37 Evaluating a content based image retrieval system
Sharon McDonald, Ting-Sheng Lai, John Tait
September 2001 Proceedings of the 24th annual international ACM SIGIR conferen
                 information retrieval
Full text available: 📄 pdf(301.72 KB)   Additional Information: full citation, abstract, refer

Content Based Image Retrieval (CBIR) presents special challenges in terms o
how end systems are evaluated. This paper discusses the design of a CBIR sy
indexing key, and a user centered evaluation of the systems visual search too
to make use of a range of visual search tools, and that different tools are use
The resu ...

Keywords: colour based indexing, content based image retrieval, general inag

38 Design implications of a task-driven approach to unstructured cognitive tas
Sidney E. Harris, Harvey J. Brightman
July 1985   ACM Transactions on Information Systems (TOIS), Volume 3 Issu
Full text available: 📄 pdf(1.16 MB)   Additional Information: full citation, abstract, references,

Previous research in modeling office activities has been primarily oriented tow
organized. In this paper we report on efforts to develop a new methodology fo
the Critical Task Method to identify the “bottleneck cognitive tasks&rdq
profile. Data were collected on the computer-support needs of faculty researc
“knowledge-based&r ...

39 Enriching buyers' experiences: the SmartClient approach

Pearl Pu, Boi Faltings

April 2000   Proceedings of the SIGCHI conference on Human factors in computi

Full text available: pdf(3.82 MB)   Additional Information: full citation, abstract, references,

In electronic commerce, a satisfying buyer experience is a key
new techniques for better adapting interaction with an electron
behavior. Our model replaces the sequential separation of nee
brokering with a conversation in which both processes occur si
supports the buyer in formulating his or her needs, and in deci
selecting a product to buy. ...

Keywords: client-server architecture, constraint solver, eComm
systems, visual overview

40 Is paper safer? The role of paper flight strips in air traffic control

Wendy E. MacKay

December 1999   ACM Transactions on Computer-Human Interaction (TOCHI),

Full text available: pdf(1.13 MB)   Additional Information: full citation, abstract, references, citin

Air traffic control is a complex, safety-critical activity, with well-established a
attempts to automate the existing system have failed because controllers rem
paper flight strip. This article describes a four-month intensive study of a team
understand their use of paper flight strips. The article also describes a compa
in Franc ...

Keywords: activity theory, affordances, air traffic control, annotation, ethnogr
awareness, safety factors

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41 Precision requirements for digital color reproduction
Mike Stokes, Mark D. Fairchild, Roy S. Berns
October 1992   ACM Transactions on Graphics (TOG), Volume 11 Issue 4
Full text available: 📄 pdf(4.81 MB)   Additional Information: full citation, abstract, references,

An environment was established to perform device-independent color reprodu
to determine the required precision for this environment, an experiment was
colorimetric tolerances for six images using paired comparison techniques. Th
linear and nonlinear functions in the CIELAB dimensions of lightness, chroma,
were determined using probi ...

Keywords: color, color correction, color reproduction, color science, image scie

42 Using GOMS for user interface design and evaluation: which technique?

Bonnie E. John, David E. Kieras

December 1996   ACM Transactions on Computer-Human Interaction (TOCHI),

Full text available: pdf(272.60 KB)   Additional Information: full citation, abstract, references, ci

Since the seminal book, The Psychology of Human-Computer Interaction, the
widely known theoretical concepts in human-computer interaction. This conce
and extend the original work and has been used in real-world design and eva
the previous work on GOMS to provide an integrated view of GOMS models an
briefly describe the majo ...

Keywords: GOMS, cognitive modeling, usability engineering

43 GLEAN: a computer-based tool for rapid GOMS model usability evaluation

David E. Kieras, Scott D. Wood, Kasem Abotel, Anthony Hornof

December 1995   Proceedings of the 8th annual ACM symposium on User interface

Full text available: pdf(1.15 MB)   Additional Information: full citation, references, citings, in

Keywords: GOMS models, software and technology, usability, usability evalua

44 Session 5: novel interaction: MAUI: a multimodal affective user interface

Christine L. Lisetti, Fatma Nasoz

December 2002   Proceedings of the tenth ACM international conference on M

Full text available: pdf(377.18 KB)   Additional Information: full citation, abstract, re

Human intelligence is being increasingly redefined to include the all-encompa
be considered 'pure reason'. With the recent progress of research in computer
bio-feedback, real-time recognition of affect will enhance human-computer in
further progress in the development of new emotion theories.In this article, w
closely interact with co ...

Keywords: affect recognition, emotions, intelligent interfaces, interface agent

45 Task force report and recommendations

January 2000   ACM SIGMIS Database, Volume 31 Issue 1

Full text available: pdf(4.42 MB) Additional Information: full citation, index terms

46 Designing meeting support systems in a user-centered manner: the case o

Petri Maaranen, Kalle Lyytinen

August 1995   Proceedings of conference on Organizational computing system

Full text available: pdf(1.14 MB)   Additional Information: full citation, abstract, referen

Multilateral diplomacy faces pressures to improve the efficiency of its operatio diplomacy they form one promising target in productivity improvements. Dipl maneuvering and embedded with pervasive diplomatic rituals and protocols w form of successful technology interventions. In this paper we describe a meet Prototype Sys ...

47 Digital sociability: Designing social presence of social actors in human com

Kwan Min Lee, Clifford Nass

April 2003   Proceedings of the conference on Human factors in computing sys

Full text available: pdf(295.50 KB)   Additional Information: full citation, abstract, refere

This study examines the interaction effect between user factors and media fa are critical in the design of virtual reality systems and human computer interf show that matching synthesized voice personality to user personality positive users') feelings of social presence. Experiment 2 also reveals that users feel a the personality of synth ...

Keywords: computers are social actors, consistency-attraction, media equatio presence, telepresence

48 Performance systems technology (PST) and computer-based instruction (C the 21st century, part I

Gloria A. Reece

August 1997   ACM SIGDOC Asterisk Journal of Computer Documentation, Volu

Full text available: pdf(950.61 KB)   Additional Information: full citation, i

49 Human values and the future of technology: a declaration of empowerment

Ben Shneiderman

August 1990 ACM SIGCAS Computers and Society , Proceedings of the conference
                   Volume 20 Issue 3

Full text available: pdf(720.46 KB)   Additional Information: full citation, references, c

50 New techniques for presenting instructions and transcripts: Comparative el object assembly

Arthur Tang, Charles Owen, Frank Biocca, Weimin Mou

April 2003 Proceedings of the conference on Human factors in computing sys

Full text available: pdf(237.22 KB)   Additional Information: full citation, abstract, refere

> Although there has been much speculation about the potential of Augmented studies about its effectiveness. This paper describes an experiment that teste instructions in an assembly task. Task information was displayed in user's fiel workspace as 3D objects to explicitly demonstrate the exact execution of a pr were compared with the AR system: a prin ...

> Keywords: augmented reality, computer assisted instruction, human compute

51 Two-handed virtual manipulation

Ken Hinckley, Randy Pausch, Dennis Proffitt, Neal F. Kassell

September 1998 ACM Transactions on Computer-Human Interaction (TOCHI),

Full text available: pdf(1.32 MB)   Additional Information: full citation, abstract, references,

> We discuss a two-handed user interface designed to support three-dimesional system is a “point design,” an example of an advanced user inte that in order to understand why interaction techniques do or do not work, and techniques, it is important to move beyond point design and to introduce care behavioral principles. In particula ...

> Keywords: bimanual asymmetry, haptic input, input devices, three-dimension virtual manipulation

52 From documents to discourse: shifting conceptions of scholarly publishing

Tamara Sumner, Simon Buckingham Shum

January 1998 Proceedings of the SIGCHI conference on Human factors in comp

Full text available: pdf(1.15 MB)   Additional Information: full citation, references, citings

> Keywords: World Wide Web, argumentation, digital documents, discourse, ele publishing, socio-techinical design

53 Developing domain knowledge through the reuse of project experiences

Scott Henninger

August 1995   ACM SIGSOFT Software Engineering Notes , Proceedings of the 1995
Volume 20 Issue SI

Full text available: pdf(1.27 MB)   Additional Information: full citation, abstract, referen

Software development is no longer a homogenous field. Software is being dev
applications and user populations, each with different characteristics and deve
researchers and practitioners have begun to realize the importance of identify
and special development needs of application domains. This paper presents a
knowledge about application d ...

54 Adaptive interaction with knowledge-based systems

F. de Rosis, M. T. Cozza, B. de Carolis, S. Errore, S. Pizzutilo, I. de Zegher

June 1994   Proceedings of the workshop on Advanced visual interfaces

Full text available: pdf(725.08 KB)   Additional Information: full citation, references, index terms

55 Journals and periodicals on computers, ethics & society

Herman T. Tavani

June 1997   ACM SIGCAS Computers and Society,   Volume 27 Issue 2

Full text available: pdf(948.41 KB)   Additional Information: full citation, citings, index terms

56 Explanation-based learning: a survey of programs and perspectives

Thomas Ellman

June 1989   ACM Computing Surveys (CSUR),   Volume 21 Issue 2

Full text available: pdf(6.15 MB)   Additional Information: full citation, abstract, references,

Explanation-based learning (EBL) is a technique by which an intelligent syste
systems are characterized by the ability to create justified generalizations fro
distinguished by their reliance on background knowledge of the domain under
method for performing generalization, it can be viewed in other ways as well.
that performs fo ...

57 Research in music and artificial intelligence

Curtis Roads

June 1985   ACM Computing Surveys (CSUR),   Volume 17 Issue 2

Full text available: pdf(2.72 MB)   Additional Information: full citation, abstract, references, citin

Although the boundaries of artificial intelligence (AI) remain elusive, compute
were formerly associated exclusively with naturally intelligent musicians. Afte
on the need for AI techniques in four areas of musical research: composition,
sound processing. The next part surveys recent work involving AI and music.
applications in the four areas o ...

58 Unification: a multidisciplinary survey

Kevin Knight

March 1989   **ACM Computing Surveys (CSUR), Volume 21 Issue 1**

Full text available: 📄 pdf(2.90 MB)   Additional Information: full citation, abstract, references, citin

The unification problem and several variants are presented. Various algorithm Research on unification arising in several areas of computer science is survey logic programming, and natural language processing. Sections of the paper in uses of unification and the special problems encountered. Other topics covere occur check, infinite term ...

59 HCI at New Mexico State University

Douglas J. Gillan

May 1995 Conference companion on Human factors in computing systems

Full text available: 📄 pdf(256.25 KB)   Additional Information: full citation, references, index terms

60 The new (1982) Computing Reviews classification system—final ver

Jean E. Sammet, Anthony Ralston

January 1982   **Communications of the ACM, Volume 25 Issue 1**

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61 Systems, interactions, and macrotheory
Philip Barnard, Jon May, David Duke, David Duce
June 2000   ACM Transactions on Computer-Human Interaction (TOCHI), Volum

Full text available: 📄 pdf(1.60 MB)   Additional Information: full citation, abstract, references, citin

A significant proportion of early HCI research was guided by one very clear vi
psychology and cognitive science could be developed to yield engineering too
HCI design. While interface technologies and heuristic methods for behavioral
capability and breadth of application, progress toward deeper theory has been
unnecessary. A case ...

Keywords: cognitive models, computing system models, models of interaction

62 Software engineering across computing curricula
Thomas B. Hilburn, Susan Mengel, Donald J. Bagert, Dale Oexmann
August 1998 ACM SIGCSE Bulletin , Proceedings of the 6th annual conference on t annual conference on Integrating technology into computer science e computer science education, Volume 30 Issue 3

Full text available: 📄 pdf(591.10 KB)   Additional Information: full citation, abstract, reference

In this paper, we address issues that are pertinent to the improvement of sof a key impediment to the development of new courses and curricula and the a education is the lack of guidance and support for such development. In this p "Guidelines for Software Education". We outline the content of such Guideline the body of knowledge that is ...

Keywords: computing curricula, curriculum design, software engineering

63 The “growing up” of HyperBraille—an office workspac
Thomas Kieninger
November 1996 Proceedings of the 9th annual ACM symposium on User interface s

Full text available: 📄 pdf(840.13 KB)   Additional Information: full citation, references, index te

Keywords: HTML editor, World Wide Web, blindness, document analysis, hype

64 Intelligent software technology for the new decade
Alexander S. Narin'yani
June 1991   Communications of the ACM, Volume 34 Issue 6

Full text available: 📄 pdf(916.94 KB)   Additional Information: full citation, abstract, reference

Our collective has been working in the AI domain for more than 15 years. Dur focused on two “classical” subjects: 1. natural language interfac processing. From the early 1980s, in addition to working on the conceptual as involved in developing advanced technology of intelligent systems. Participati research and development [R&a ...

65 Procedure writing across domains: nuclear power plant procedures and col
Douglas R. Wieringa, David K. Farkas
October 1991   Proceedings of the 9th annual international conference on Systems

Full text available: 📄 pdf(852.26 KB)   Additional Information: full citation, references, index te

66 MSIS 2000: model curriculum and guidelines for graduate degree program

John Gorgone, Paul Gray

February 2000   Communications of the AIS

Full text available: pdf(265.60 KB)   Additional Information: full citation, references

67 Industry briefs: Reactivity

David Crow, Maria Yang

March 2001   interactions, Volume 8 Issue 2

Full text available: pdf(350.39 KB)   Additional Information: full citation, index terms

68 An advanced traffic management system simulator for intelligent vehicle-hi

Richard M. Ingle, Bryan D. Williams, Nazemeh Sobhi

December 1994   Proceedings of the 26th conference on Winter simulation

Full text available: pdf(492.81 KB)   Additional Information: full citation, references, index

69 Gross motion planning—a survey

Yong K. Hwang, Narendra Ahuja

September 1992   ACM Computing Surveys (CSUR), Volume 24 Issue 3

Full text available: pdf(6.40 MB)   Additional Information: full citation, abstract, references, citin

> Motion planning is one of the most important areas of robotics research. The
> has hindered the development of practical algorithms. This paper surveys the
> motion planners for point robots, rigid robots, and manipulators in stationary,
> movable-object environments. The general issues in motion planning are exp
> performances are briefly described, a ...
>
> Keywords: collision detection, computational geometry, implementation, moti
> planning, spatial representation

70 Strategic directions in artificial intelligence

Jon Doyle, Thomas Dean

December 1996   ACM Computing Surveys (CSUR), Volume 28 Issue 4

Full text available: pdf(243.02 KB)   Additional Information: full citation, references, index terms

71 New Programming Languages for Artificial Intelligence Research

Daniel G. Bobrow, Bertram Raphael

September 1974   ACM Computing Surveys (CSUR), Volume 6 Issue 3

Full text available: pdf(1.47 MB)   Additional Information: full citation, references, citings, index terms

72 Parallel execution of prolog programs: a survey

Gopal Gupta, Enrico Pontelli, Khayri A.M. Ali, Mats Carlsson, Manuel V. Hermene

July 2001   ACM Transactions on Programming Languages and Systems (TOPLAS)

Full text available: pdf(1.95 MB)   Additional Information: full citation, abstract, references, c

Since the early days of logic programming, researchers in the field realized th present in the execution of logic programs. Their high-level nature, the prese referential transparency, among other characteristics, make logic programs in speedups through parallel execution. At the same time, the fact that the typic frequently involve irregular computatio ...

Keywords: Automatic parallelization, constraint programming, logic programm

73 Automated cataloging and analysis of sky survey image databases: the SK

Usama M. Fayyad, Nicholas Weir, S. Djorgovski

December 1993 Proceedings of the second international conference on Information

Full text available: pdf(1.31 MB)   Additional Information: full citation, references, index

74 Artificial intelligence and software engineering

D. Barstow

March 1987   Proceedings of the 9th international conference on Software Eng

Full text available: pdf(1.24 MB)   Additional Information: full citation, abstract, references,

Software Engineering is a knowledge-intensive activity, requiring extensive k the target software itself. Many Software Engineering costs can be attributed for managing this knowledge, and Artificial Intelligence techniques can help a decades of research have led to many significant theoretical results, but few d due in part t ...

75 The economic approach to artificial intelligence

Michael P. Wellman

December 1996   ACM Computing Surveys (CSUR)

Full text available: html(13.23 KB) Additional Information: full citation, references

76 Computer-music interfaces: a survey

Bruce W. Pennycook

June 1985   ACM Computing Surveys (CSUR), Volume 17 Issue 2

Full text available: pdf(2.04 MB)   Additional Information: full citation, abstract, references, citin

This paper is a study of the unique problems posed by the use of computers b paper begins with a presentation of the basic concepts involved in the musica followed by a detailed discussion of three musical tasks: music manuscript pr composition, and real-time performance interaction. Fundamental design prin of several early computer mus ...

77 An updated survey of GA-based multiobjective optimization techniques

Carlos A. Coello

June 2000   ACM Computing Surveys (CSUR), Volume 32 Issue 2

Full text available: pdf(250.77 KB)   Additional Information: full citation, abstract, reference

After using evolutionary techniques for single-objective optimization during m more than one objective in the fitness function has finally become a popular a new evolutionary-based approaches and variations of existing techniques hav literature. The purpose of this paper is to summarize and organize the inform emphasizing the importanc ...

Keywords: artificial intelligence, genetic algorithms, multicriteria optimization optimization

78 Logical models of argument

Carlos Iván Chesñevar, Ana Gabriela Maguitman, Ronald Prescott Loui

December 2000   ACM Computing Surveys (CSUR), Volume 32 Issue 4

Full text available: pdf(387.16 KB)   Additional Information: full citation, abstract, references, c

Logical models of arguement formalize commonsense reasoning while taking survey discusses the main ideas that characterize different logical models of a a few features of a few main approaches to the modeling of argumentation. W from the mid-1980s, when argument systems emerged as an alternative to n logic, to the present, as argum ...

Keywords: argumentation, argumentative systems, defeasible argumentation

79 Complexity and expressive power of logic programming
Evgeny Dantsin, Thomas Eiter, Georg Gottlob, Andrei Voronkov
September 2001   ACM Computing Surveys (CSUR), Volume 33 Issue 3
Full text available: ■ pdf(552.99 KB)   Additional Information: full citation, abstract, reference

This article surveys various complexity and expressiveness results on differen focus is on decidable forms of logic programming, in particular, propositional mention general logic programming with function symbols. Next to classical r Horn clause programs), more recent results on various important extensions o include logic programming wit ...

Keywords: Complexity, datalog, expressive power, logic programming, nonmo

80 Three-dimensional object recognition
Paul J. Besl, Ramesh C. Jain
March 1985   ACM Computing Surveys (CSUR), Volume 17 Issue 1
Full text available: ■ pdf(7.76 MB)   Additional Information: full citation, abstract, references, citin

A general-purpose computer vision system must be capable of recognizing thr proposes a precise definition of the 3-D object recognition problem, discusses problem, and reviews the relevant literature. Because range images (or depth instead of intensity images, techniques for obtaining, processing, and charact

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81 Natural language interfaces to databases: MIS impact, and a survey of the
Vijay Sethi
October 1986 Proceedings of the twenty-second annual computer personnel resea research conference
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The introduction of Artificial Intelligence (AI) tools and applications has led t their role in business (Reitman, 1984; International Management (1), 1984; However, there has been a limited discussion of NL processing in the Manage besides a theoretical analysis of the implications of different language views (Lyytinen, 1985). Tho ...

82 Efficient reasoning
Russell Greiner, Christian Darken, N. Iwan Santoso
March 2001   ACM Computing Surveys (CSUR), Volume 33 Issue 1
Full text available: 📄 pdf(445.41 KB)   Additional Information: full citation, abstract, references,

Many tasks require “reasoning”—i.e., deriving conclusio information—to solve their range of problems. An ideal reasoning syst answers to every possible query, produce answers that are as specific as pos possible fact to be stored and any possible query to be asked, and be (time) Keywords: efficiency trade-offs, soundness/completeness/expressibility

83 Requirements interaction management

William N. Robinson, Suzanne D. Pawlowski, Vecheslav Volkov
June 2003   ACM Computing Surveys (CSUR), Volume 35 Issue 2

Full text available: 📄 pdf(1.24 MB)	Additional Information: full citation, abstract, referenc

Requirements interaction management (RIM) is the set of activities directed disposition of critical relationships among sets of requirements, which has be engineering. This survey looks at the evolution of supporting concepts and th issues-based framework for reviewing processes and products, and applies th state-of-the-art. Finally, it presents seven researc ...

Keywords: KAOS, KATE, Oz, Requirements engineering, Telos, WinWin, analy deficiency driven design, dependency analysis, distributed intentionality, inte (SCR)., system architecture, system specification, viewpoints

84 Computational Approaches to Image Understanding

Michael Brady
January 1982   ACM Computing Surveys (CSUR), Volume 14 Issue 1

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Barry G. Silverman
April 1992   Communications of the ACM, Volume 35 Issue 4

Full text available: 📄 pdf(2.84 MB)   Additional Information: full citation, references, citings, index terms

Keywords: critics, expert critiquing systems

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Dana Angluin, Carl H. Smith
September 1983   ACM Computing Surveys (CSUR), Volume 15 Issue 3

Full text available: 📄 pdf(2.51 MB) Additional Information: full citation, references, citings, index terms

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H. Partsch, R. Steinbrüggen
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Krzysztof Pawlikowski

June 1990   ACM Computing Surveys (CSUR), Volume 22 Issue 2

Full text available: 📄 pdf(4.75 MB)   Additional Information: full citation, abstract, references

For years computer-based stochastic simulation has been a commonly used
various systems. Unfortunately, the results of simulation studies quite often
presented without regard to their random nature and the need for proper sta
This paper discusses the main factors that can affect the accuracy of stochas
the steady-st ...

89 Control strategies for two-player games

Bruce Abramson

June 1989   ACM Computing Surveys (CSUR), Volume 21 Issue 2

Full text available: 📄 pdf(2.59 MB)   Additional Information: full citation, abstract, references,

Computer games have been around for almost as long as computers. Most of
designed in a rather ad hoc manner because many of their basic components
this paper some deficiencies in the standard model of computer games, the m
issues that a general theory must address are outlined. Most of the discussio
strategies, or sets of criteria for move selection. ...

90 Model-based recognition in robot vision

Roland T. Chin, Charles R. Dyer

March 1986   ACM Computing Surveys (CSUR), Volume 18 Issue 1

Full text available: 📄 pdf(4.94 MB)   Additional Information: full citation, abstract, references, ci

This paper presents a comparative study and survey of model-based object-r
goal of these algorithms is to recognize the identity, position, and orientation
one form this is commonly referred to as the "bin-picking" problem, in which
in a jumbled bin. The paper is organized according to 2-D, 2½-D, and 3-D ob
basis for ...

91 A tutorial on default logics

Grigoris Antoniou

December 1999   ACM Computing Surveys (CSUR), Volume 31 Issue 4

Full text available: 📄 pdf(199.54 KB)   Additional Information: full citation, abstract, references,

Default logic is one of the most prominent approaches to nonmonotonic reas
conjectures when faced with incomplete information about the problem at ha
application domains such as medical and legal reasoning. Several variants ha
either to overcome some perceived deficiencies of the original presentation,
This paper provides a tut ...

Keywords: default logic, nonmonotonic reasoning, operational models

92 Logic and Databases: A Deductive Approach

Herve Gallaire, Jack Minker, Jean-Marie Nicolas

June 1984   ACM Computing Surveys (CSUR), Volume 16 Issue 2

Full text available: pdf(2.51 MB)   Additional Information: full citation, references, citings, index terms

93 A survey of Web metrics

Devanshu Dhyani, Wee Keong Ng, Sourav S. Bhowmick

December 2002   ACM Computing Surveys (CSUR), Volume 34 Issue 4

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The unabated growth and increasing significance of the World Wide Web has improve its capacity for serving information more effectively. But at the hear about "quality" and "usefulness" of Web resources and services. This observa models that quantify various attributes of web sites. The science of measurin storage and retrieval or ...

Keywords: Information theoretic, PageRank, Web graph, Web metrics, Web p

94 Computational learning theory: survey and selected bibliography

Dana Angluin

July 1992 Proceedings of the twenty-fourth annual ACM symposium on Theory of

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95 Reading text from computer screens

Carol Bergfeld Mills, Linda J. Weldon

December 1987   ACM Computing Surveys (CSUR), Volume 19 Issue 4

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This paper reviews empirical studies concerning the readability of text from c the form and physical attributes of complex, realistic displays of text materia computer screen readability show that screens are less readable than paper. the readability of computer screens. The factors explored in this review are t the screen, the contras ...

96 The state of the art in automating usability evaluation of user interfaces
Melody Y. Ivory, Marti A Hearst
December 2001   ACM Computing Surveys (CSUR), Volume 33 Issue 4
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Usability evaluation is an increasingly important part of the user interface de
can be expensive in terms of time and human resources, and automation is
existing approaches. This article presents an extensive survey of usability ev
new taxonomy that emphasizes the role of automation. The survey analyzes
aspects of usability evaluation aut ...

Keywords: Graphical user interfaces, taxonomy, usability evaluation automa

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Pascal Van Hentenryck, Vijay Saraswat
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98 A survey of methods for recovering quadrics in triangle meshes
Sylvain Petitjean
June 2002   ACM Computing Surveys (CSUR), Volume 34 Issue 2
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In a variety of practical situations such as reverse engineering of boundary r
objects, range data analysis, model-based recognition and algebraic surface
shape of visible surfaces of a dense 3D point set. In particular, it is desirable
known type wherever these are in reasonable agreement with the data. We a
surfaces, that is, algebraic surfa ...

Keywords: Data fitting, geometry enhancement, local geometry estimation,

99 Semantic database modeling: survey, applications, and research issues
Richard Hull, Roger King
September 1987   ACM Computing Surveys (CSUR), Volume 19 Issue 3
Full text available: 🔲 pdf(5.42 MB)   Additional Information: full citation, abstract, references, cit

Most common database management systems represent information in a sim
modeling provides richer data structuring capabilities for database applicatio
articulated a number of constructs that provide mechanisms for representing
data typically arising in commercial applications. In general terms, semantic
representation (in artificial int ...

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September 2001   Journal on Educational Resources in Computing (JERIC)
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